Published by Hi Tech Expressions
584 Broadway, New York, NY 10012

©1993 Electronic Arts. © 1993, 1989 Brøderbund Software, Inc.
All rights reserved. WHERE IN TIME IS CARMEN SANDIEGO®
and CARMEN SANDIEGO® are registered trademarks of
Brøderbund Software, Inc. Used by permission.

PRINTED IN JAPAN

SNS-WN-USA

WHERE IN TIME IS CARMEN SANDIEGO?

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for selecting ***Where In Time Is Carmen Sandiego®*** Game Pak for your Super Nintendo Entertainment System®.

TABLE OF CONTENTS

Starting the Game 3
Controls 4
Letter of Offer 5
  Get on the Case Fast! 5
Working at Acme 7
  Signing In 8
  Saving Your Current Rank 9
  Starting a Game at a Saved Rank 9
  Obtaining Your Assignment 9
Object of the Game 10
Chronoskimmer User's Manual 11
  Control Panel Buttons 11
  To Travel 11
  To Search for Clues 12
  To Obtain or Enter Data 13
  To Abort 15
From the Desk of the Chief 16
  Tips From an Old Gumshoe 16
  Deciphering Clues 17
  Deciphering a Sample Clue 18

© 1993 Electronic Arts. © 1993, 1989 Brøderbund Software, Inc.. All rights reserved. WHERE IN TIME IS CARMEN SANDIEGO® and CARMEN SANDIEGO® are registered trademarks of Brøderbund Software, Inc. Used by permission.

LICENSED BY Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1993 NINTENDO OF AMERICA INC.

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

STARTING THE GAME

1. Turn **OFF** the power switch on your Super Nintendo. Never insert or remove a Game Pak when the power is on.

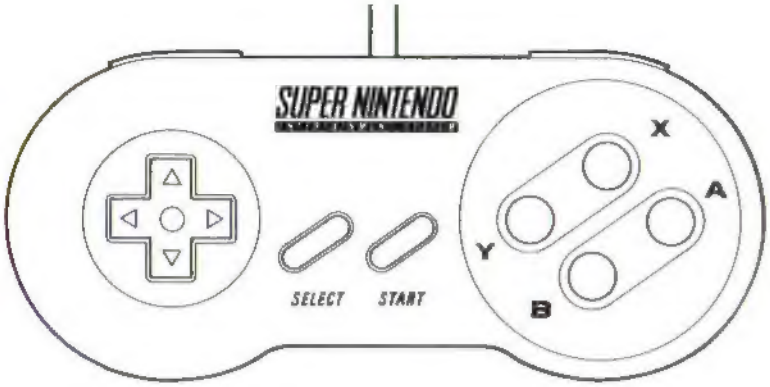
2. Make sure a Controller is plugged into the left hand port on the Super Nintendo.

3. Insert the Game Pak into the slot on the Super Nintendo. To lock the Game Pak in place, press firmly.

4. Turn **ON** the power switch. Hi Tech Expressions logo appears (if you don't see it, begin again at step 1).

5. Press **START** to play.

CONTROLS



- **START BUTTON**: starts game
- **CONTROL PAD**: moves cursor up-screen, right, left, down-screen
- **A, B, X & Y BUTTONS**: select control panel buttons
- **L & R BUTTONS**: not used

LETTER OF OFFER

GET ON THE CASE FAST!

Load *Where in Time is Carmen Sandiego?®*

The title sequence can be interrupted by pressing any button on the control pad.

Acme Detective Agency
Time Crime Division
Acme Bldg.
San Francisco, California

Greetings:

Acme Detective Agency is pleased to have you on board as a Time Cadet in our Time Crimes Division. Please report immediately to the Personnel Department on the 2nd floor of the Acme Building to complete the necessary forms. You will report to a veteran agent during your probation period.

You will be eligible for all Acme employee benefits should you survive your initial period of employment. Promotions are based on merit and the ability to survive long enough to earn them.

Though the following information is not required reading, it is unlikely you will survive your first cases without it; and we here at Acme strive to do everything we can to insure your personal safety.

We're proud to have you join Acme, and we look forward to the significant contribution we know you will make to ensure a safer world.

Sincerely,

Diane Caldicott

Diane Caldicott
Personnel Manager

Use the Control Pad to move the on-screen arrow to the button of your choice, then press A, B, X or Y to select.

- First choose a language, then press A, B, X or Y to get on the elevator.
- Use the Control Pad to select the second floor, then press A, B, X or Y.
- Press Control Pad left then press A, B, X or Y to enter Personnel.

For further information on GETTING STARTED, turn to page 7 (Working At Acme).

LETTER OF OFFER
(con't.)

- Selecting **SEARCH** will allow you to question witnesses or informants or scan the scene of the crime to discover clues to the criminal's next destination.

  For a more detailed explanation of the SEARCH feature, turn to page 12 (To Search for Clues).

- Selecting **TRAVEL** lets you check the possible destinations from your current location. To travel to a new location, select a destination with the appropriate panel button.

  For a more detailed explanation of the TRAVEL feature, turn to page 11 (To Travel).

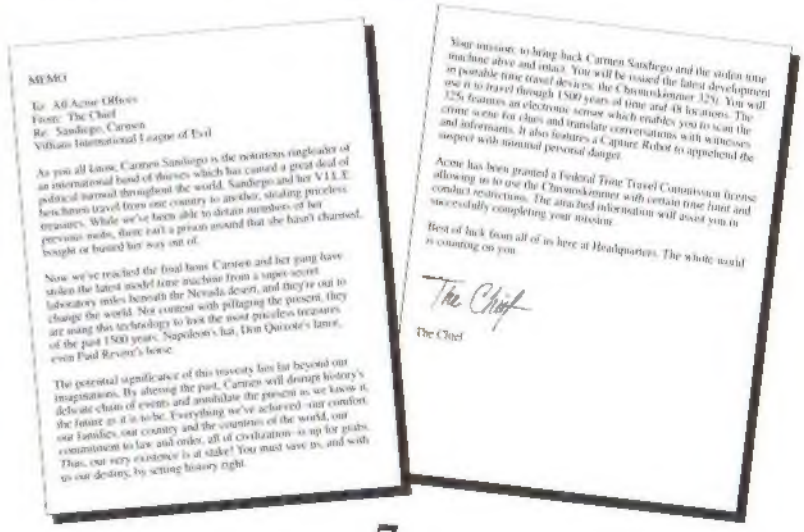
- Selecting **DATA** allows you to:
  1) enter clues to the suspect's identity
  2) check the Dossiers
  3) choose an alternate Language
  4) review the Chief's Briefing
- To enter clues select **EVIDENCE** and a character trait category, then use A, B, X or Y to cycle through character traits.
- To view a suspects' file select **DOSSIERS**, then use A, B, X or Y to cycle through the list of suspects.

LETTER OF OFFER
(con't.)

- If at any time you think you have provided the Chronoskimmer enough information to identify the criminal, select **COMPUTE** (otherwise, press Control Pad left or right to exit).
- To choose a different language (English, French, German, Italian or Spanish), select **LANGUAGES**, then select the language of your choice.
- To review the Chief's briefing, select **BRIEFING**. Keep in mind this option is available *only* at the first location of each case.

  For a more detailed description of the DATA feature, turn to page 13 (To Obtain or Enter Data).

WORKING AT ACME


MEMO

To: All Acme Officers
From: The Chief
Re: Sandiego, Carmen
Villain: International League of Evil

As you all know, Carmen Sandiego is the notorious ringleader of an international band of thieves which has caused a great deal of political turmoil throughout the world. Sandiego and her V.I.L.E. henchmen travel from one country to another, stealing priceless treasures. While we've been able to detain members of her pervasive mobs, there isn't a prison around that she hasn't charmed, bought or bullied her way out of.

Now we've reached the final boss. Carmen and her gang have stolen the latest model time machine from a super-secret laboratory miles beneath the Nevada desert, and they're out to change the world. Not content with pillaging the present, they are using this technology to loot the most priceless treasures of the past 1500 years. Napoleon's hat, Don Quixote's lance, even Paul Revere's horse.

The potential significance of this travesty lies far beyond our imaginations. By altering the past, Carmen will disrupt history's delicate chain of events and annihilate the present as we know it, the future as it is to be. Everything we've achieved - our comforts, our families, our country and the countries of the world, our commitment to law and order, all of civilization - is up for grabs. Thus, our very existence is at stake! You must save us, and with us our destiny, by setting history right.

Your mission: to bring back Carmen Sandiego and the stolen time machine alive and intact. You will be issued the latest development in portable time travel devices, the Chronoskimmer 32©. You will use it to travel through 1500 years of time and 48 locations. The 32© features an electronic sensor which enables you to scan the crime scene for clues and translate conversations with witnesses and informants. It also features a Capture Robot to apprehend the suspect with minimal personal danger.

Acme has been granted a Federal Time Travel Commission license allowing us to use the Chronoskimmer with certain time limit and conduct restrictions. The attached information will assist you in successfully completing your mission.

Best of luck from all of us here at Headquarters. The whole world is counting on you.

The Chief

The Chief

WORKING AT ACME

(con't.)

Signing In--You begin the game in the lobby of the Acme Detective Agency.

- Press A, B, X or Y to board the elevator, then press the Control Pad to select the second floor. Press A, B, X or Y to start the elevator.
- When the elevator stops, press the Control Pad left and press A, B, X or Y to enter Personnel.

Special Agent Diane welcomes you.

- Press A, B, X or Y to advance to the next screen.
- To sign in, press the Control Pad to move the red square over a letter and press A, B, X or Y to select.

  NOTE: If you make a mistake while signing the Release Form, press Control Pad to "RUB" and press A, B, X or Y to erase your mistake.
- When you've entered your name, press **START**.
- To enter your sex, press the Control Pad to the gender of your choice, then press A, B, X or Y.
- To enter your password move the red line under a letter and press A, B, X or Y. After you've entered all six characters, press **START**. *If this is your first time playing, just press **START**.*
- After you have been issued a Chronoskimmer, press A, B, X or Y to get your assignment.

WORKING AT ACME

(con't.)

Saving Your Current Rank

- Choose **ABORT** from the Chronoskimmer control panel.
- Then choose "Get Password" and write down the six-character password in a safe place.

Starting a Game at a Saved Rank--When you start a new game, Diane requires you to enter your name and security access code.

- Simply enter the six-character password from a previously saved game, then press **START**.

Obtaining Your Assignment--Your Chronoskimmer runs through its on-board diagnostics and then connects you with the Chief, who issues your assignment.

He tells you which treasure was stolen, where and when it was stolen, the gender of the thief, and the time allowance the Federal Time Travel Commission has authorized for your use of the Chronoskimmer.

OBJECT OF THE GAME

The thief is heading for a hideout in one of 48 locations in time. There are sixteen possible suspects for the crime. To win the game and advance your career, you must accomplish two tasks before your deadline:

1) Track the criminal's movements to his or her final destination.
   - You'll have to use the clues you find in each location to determine where the criminal is going next.

2) Identify the criminal and get a warrant for his or her arrest.
   - You receive clues to the criminal's identity as you interview witnesses and find objects during your pursuit.
   - Warrants are issued based on information you've entered in the Evidence Database.

So as you find clues to the criminal's identity, be sure to log them in the Evidence Database.

NOTE: For a more detailed explanation of the use of the Chronoskimmer and the Evidence Database see the next section

Promotions are based on the number of cases you solve. You start as a Time Cadet and move up the ranks.

OBJECT OF THE GAME

(con't.)

The following is a list of criteria for promotions:

Cases Solved	Rank
Start	Time Cadet
1	Time Patroller
6	Time Investigator
15	Time Inspector
25	Time Detective
35	Ace Time Detective
50	Super Time Sleuth
80	Retirement

CHRONOSKIMMER USER'S MANUAL

Control Panel Buttons--The buttons in the lower right front panel of the screen control the Chronoskimmer.

To Travel

1) Press the Control Pad to the **TRAVEL** button, then press A, B, X or Y. This displays the destination panel and the locations and eras that you can travel to from your present location.

   NOTE: There are three or four destinations, each with its own location and time period.

2) Simply press the Control Pad to the destination of your choice, then press A, B, X or Y.

- Use the **TRAVEL** button to check on the possible destinations to assist you in evaluating a clue.
- If you are not ready to warp out, select **EXIT** to hide the destination panel.

To Search For Clues

- The **SEARCH** button lets you interview witnesses or informants and scan the crime scene for clues to the villain's next destination. In addition, witnesses and informants may provide character clues which you may use to identify the criminal.

  1) Press the Control Pad to **SEARCH**, then press A, B, X or Y.

  2) To interview a witness, press the Control Pad to **WITNESS**, then press A, B, X or Y.

  3) To interview an informant, press the Control Pad to **INFORMANT**, then press A, B, X or Y.

  *NOTE: Only the **WITNESS** and **INFORMANT** buttons contain character clues.*

- To scan for physical clues, press the Control Pad to **SCANNER**, then press A, B, X or Y.
- Each panel button provides a different clue. You may not need all of the clues to determine your next destination, but you may miss a character clue if you skip some.

- Checking all of the buttons will cost you more time; it's up to you as a detective to decide which is more important.
- You'll need all of the character clues you can get to obtain a warrant, so be sure to log them in the EVIDENCE DATABASE! *(See the next section)*
- To leave the **SEARCH** mode press the Control Pad left or right so the cursor rests on a Chronoskimmer front panel button; or select **EXIT**.

To Obtain or Enter Data

The **DATA** button lets you use the Chronoskimmer to enter evidence and to view the suspects' dossiers.

- Press the Control Pad to **DATA**, then press A, B, X or Y.
- To view a dossier, press the Control Pad to **DOSSIERS** and press A, B, X or Y; then press the Control Pad to the suspect of your choice and press A, B, X or Y. Each dossier contains a gang member's physical traits and a character clue.
- To log character clues, press the Control Pad to **EVIDENCE**, then press A, B, X or Y. Press the Control Pad up or down to select the category for the character trait you wish to log, then press A, B, X or Y to cycle through the list of character traits contained in the Evidence Database. Stop when the trait you have uncovered is shown.

- To compute evidence and to issue a warrant, press the Control Pad to **COMPUTE**, then press A, B, X or Y.

This checks your notes in the database against all of the gang's dossiers. If the computer finds a single match a warrant is issued and the Capture Robot is activated.

NOTE: You'll know you're really close to nabbing the suspect when interviewing and scanning yield no clues. Instead, you'll be told the suspect is near. Be patient and keep trying to gather clues. The Capture Robot will activate itself.

If more than one gang member's dossier matches the clues you've entered, you are given a list of possible suspects: you'll need to collect more clues to have a warrant issued.

☛ *TIP: You'll need to log at least three character clues before a warrant will be issued.*

NOTE: Only one warrant can be active at any time. If you modify or add to the Evidence Database and then choose Compute, any existing warrant may be voided even if no new warrant is issued.

- To leave the Evidence Database, press the Control Pad left or right.

To Abort

- Selecting **ABORT** lets you save your current rank or quit the game without saving.
- To save your current rank, press the Control Pad to **GET PASSWORD** and press A, B, X or Y.

You'll be given a six-character password: *WRITE IT DOWN!!!!* You'll need it to begin a new game at your current rank.

NOTE: When you enter a password, you begin a new case at your former rank. You cannot resume a case in progress.

- If you don't want to save your current rank, select **QUIT GAME**.
- To begin another case, select **GET NEW CASE** .
- If you've selected **ABORT** by mistake, you can cancel your selection by selecting **EXIT** or by moving the Control Pad left or right.

Tips From an Old Gumshoe

- Remember to work quickly. Keep track of the time left on the Chronoskimmer control panel. The Federal Time Travel Commission has never granted an extension on authorized hours for solving a crime, so don't waste time traveling to a destination unless you're certain it's the one to which the suspect has fled.
- You'll know you're on the right track when you see a suspicious person or occurrence on the location panel. The suspect uses other V.I.L.E. gang members to check you out when you're closing in. If you interrogate a witness and he or she knows nothing, you're probably in the wrong location.
- Beware of sneak attacks—they mean you're closing in on your suspect's hideout! Make sure that you've got a warrant before you close in, or else the crook will get away. And remember you can return to the previous location to gather more clues or obtain a warrant.
- Every detective has his or her excuses for blowing a case–I've heard 'em all! But the excuse I hear most often is a bad memory. I tell all of my cadets to keep notes on paper as they gather clues.
- Keep in mind that if you have checked with an informant or witness and have proceeded to another screen, you can go back to that information with no further time penalty.

(con't.)

- Not all of the clues are contained in The New American Desk Encyclopedia®. You will find additional location clues in the destination descriptions that appear in the communication window on your Chronoskimmer.
- Keep track of everything; you never know what might be important. And don't get discouraged. Even an Ace Detective can't solve every case. The more you track, the better you'll get! But remember that as you rise through the ranks the cases become more difficult.

Deciphering Clues

- The key to your success in tracking down Carmen and her gang is to decipher the clues accurately and efficiently. Remember that you may be able to decipher clues with information from both the on-screen descriptions at each location and The New American Desk Encyclopedia.
- You'll find it easier to locate the information you need for your investigation if you become familiar with The New American Desk Encyclopedia. Take a moment to look at the section "How to Use" at the beginning of the Encyclopedia. When you look up an item, you may want to note additional items cross-referenced in the entry (those items in small capital letters).

- Although solutions to all clues can be found by using the on-screen descriptions or The New American Desk Encyclopedia, you may also want to use other reference books to help in your investigation.

Deciphering A Sample Clue

- Here's how I teach my detectives to solve a clue: If your investigations don't lead you to any immediate conclusions, consider checking possible destinations by looking at the destination panel.
- For example, let's say you use the Scanner button, and the clue is: "You find a telescope." This doesn't bring a specific destination immediately to mind. To narrow down the possibilities you check the location panel and find four locations/times: India 1700-1899, Spain 1900-1959, Japan 400-1299, and Italy 1300-1699.
- With these possible destinations in mind, look up "telescope". Reading through the entry, you find cross-references to "astronomy" and "Galileo", but nothing that helps narrow down the search. Looking up "astronomy", you find several location references: Babylonia, China and Egypt, all prior to 2000 B.C., too early for your use. Other references include Greece (not in the destination panel list) and a second cross-reference to "Galileo". Time to look him up!

- The entry for Galileo shows that he was an Italian who lived from 1564 to 1642, and that he was the first to use the telescope for astronomical observations. Both his location and time match one of the destinations found on the destination panel. Time for a trip to Italy!
- If some clues seem harder to solve than this, you can widen your investigation by either doing a second or third scan of the area, or by questioning your witnesses. For example, doing a second scan in this case would turn up the clue: "'Galileo Galilei' is scratched on the side of the telescope," and a third scan would get you: "The telescope was manufactured in 1609." Remember, however, that you have a deadline and that investigating takes up valuable time.
- So use your best judgment, manage your time wisely, and you'll be well on your way to apprehending the most feared crook in the world—***Carmen Sandiego.***

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway
New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.